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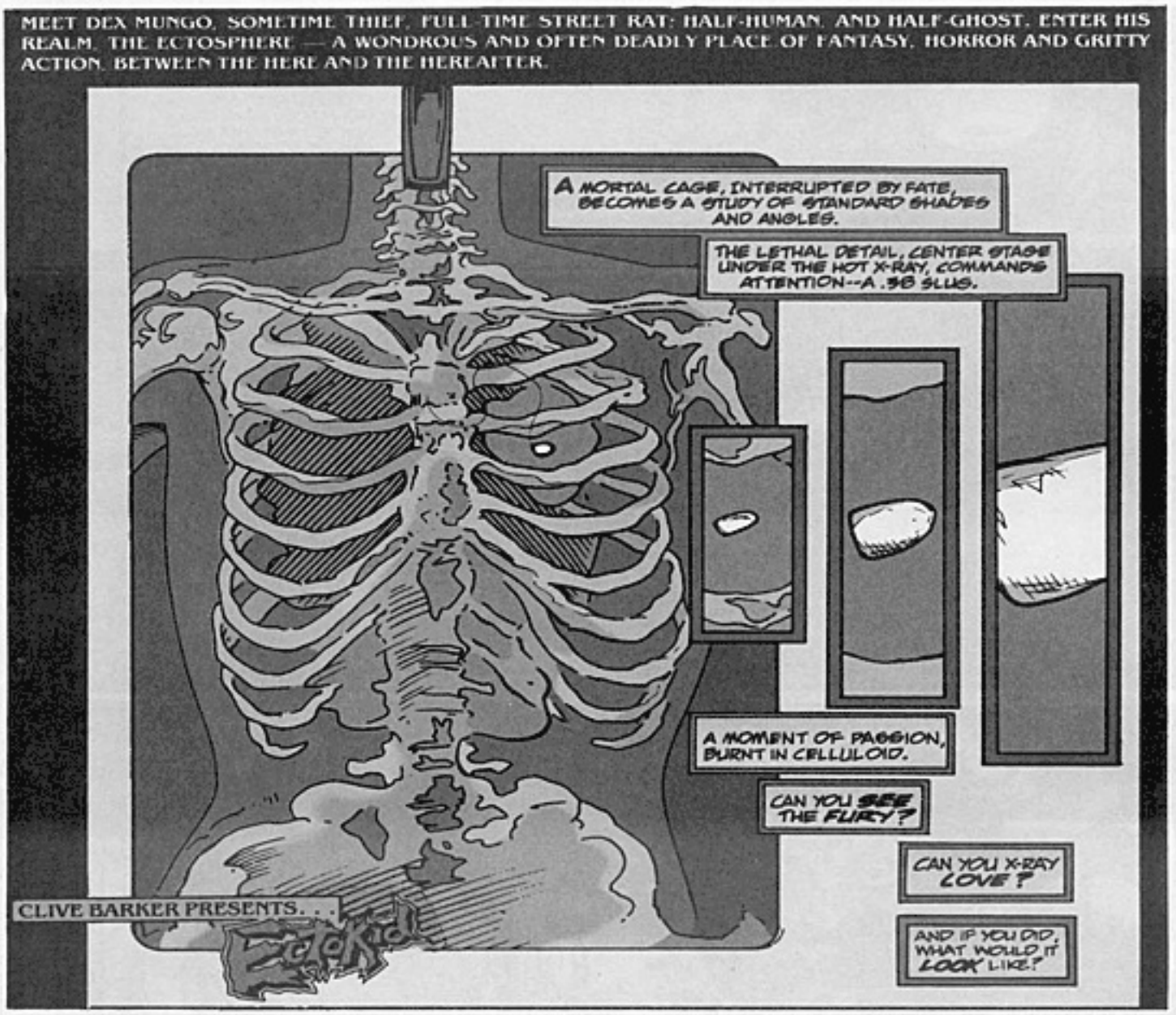
MEET DEX MUNGO, SOMETIME THIEF, FULL-TIME STREET RAT: HALF-HUMAN, AND HALF-GHOST. ENTER HIS REALM, THE ECTOSPHERE — A WONDROUS AND OFTEN DEADLY PLACE OF FANTASY, HORROR AND GRITTY ACTION, BETWEEN THE HERE AND THE HEREAFTER.
A MORTAL CAGE, INTERRUPTED BY FATE, BECOMES A STUDY OF STANDARD SHADES AND ANGLES.
THE LETHAL DETAIL, CENTER STAGE UNDER THE HOT X-RAY, COMMANDS ATTENTION--A .38 SLUG.
A MOMENT OF PASSION, BURNT IN CELLULOID.
CAN YOU SEE THE FURY?
CAN YOU X-RAY LOVE?
AND IF YOU DID, WHAT WOULD IT LOOK LIKE?
CLIVE BARKER PRESENTS. . .
Ectokid

LOVE IS LIKE A BULLET

A TALE OF THE BARKERVERSE

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THE VIRIDIAN MAN
THIS TAVERN IS A PLACE UNKNOWN TO TOURISTS.
OLD NEW ORLEANS SOULS COME HERE TO GUZZLE CHARTREUSE AND TELL GHOST STORIES.
HIS NAME IS MARK KING, AND HE HAS NOT COME HERE TO TELL A STORY.
CRASH!
HE HAS COME TO END ONE.
ANABELLE!
I LOVE YOU!

LATELY, DEX MUNGO HAS HAD A LOT ON HIS MIND--
--THE WITNESSING OF HIS MOTHER'S DEATH AT THE HANDS OF ICE AUGUSTINE--
--THE LOSS OF HIS LATE FATHER'S MIRACULOUS INVENTION, THE AURAT--
--WHICH COULD OPEN THE DOORS OF THAT DIMENSION WIDE TO ICE'S EVIL EMPLOYERS, THE EXPURGATORIUS--
MARK, DON'T!
--HE NEVER ASKED TO BE BORN. HE NEVER ASKED FOR HIS ECTOPLASMIC POWER.
DIE!
NOW, IN A MOMENT OF FURIOUS PASSION, HE KNOWS HE'S ABOUT TO LOSE IT ALL.
DEX WONDERS IF HE IS GOING TO SEE HIS LIFE FLASH BEFORE HIS EYES.

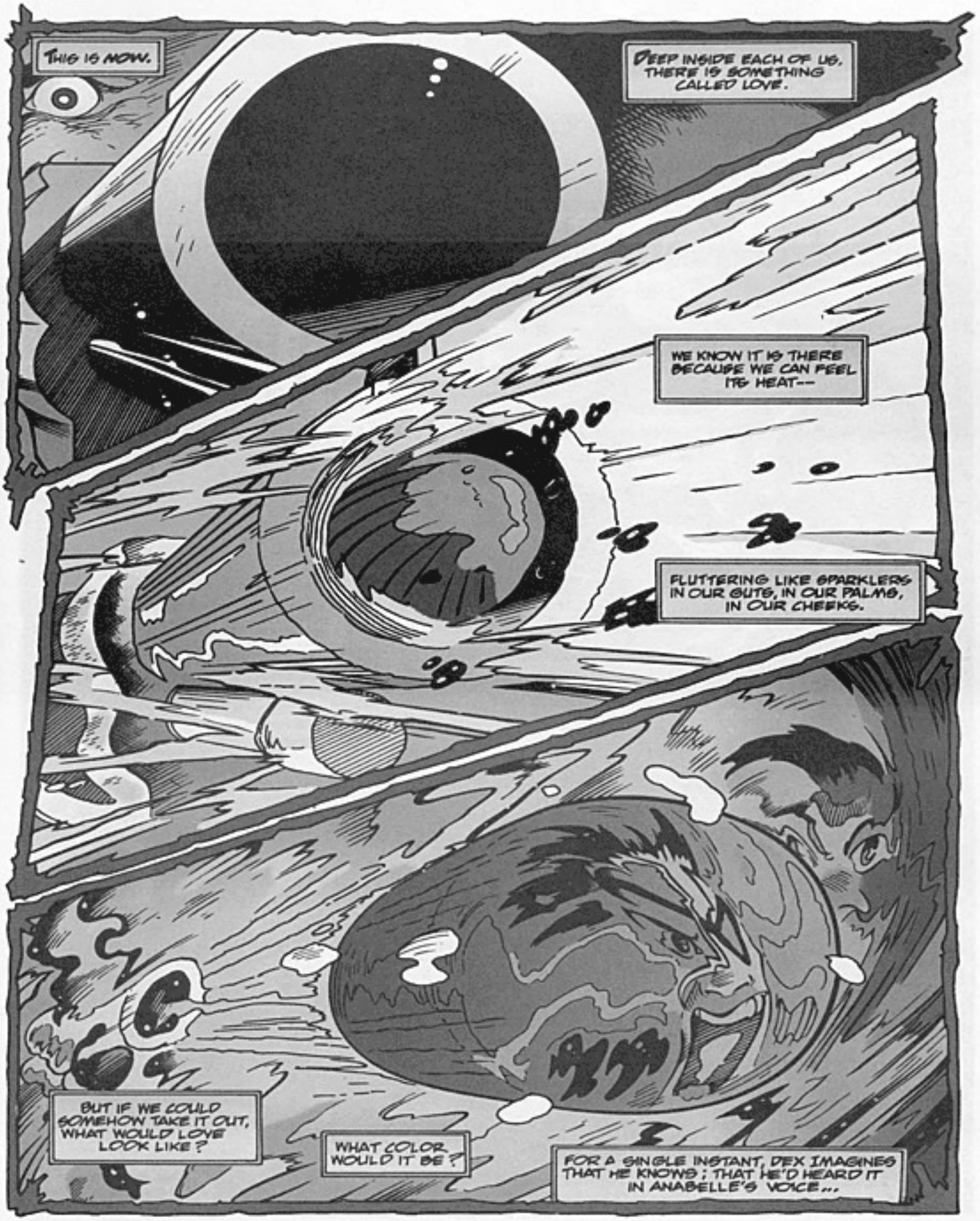
TEN HOURS AGO.
DEX AWOKE THIS MORNING TO SOMEONE KNOCKING ON HIS DOOR.
NEVER ANTICIPATING HIS LAST THOUGHT THAT DAY MIGHT BE, "AM I ABOUT TO DIE?"
PLEASE, SIR... MY NAME IS ANABELLE AND I'VE BEEN LOOKING FOR YOU ALL MORNING.
WHO TOLD YOU WHERE TO FIND ME?
MY HUSBAND. MY... DEAD HUSBAND.
HE SHOULD HAVE SAID NO.
I'D LIKE TO HELP, BUT I DON'T DO THIS SORT--
AMERICA
PLEASE... I CAN PAY YOU.
HE SHOULD HAVE WALKED AWAY.
HIS LIFE IS FULL OF "SHOULD HAVES."

EIGHT HOURS AGO.
SO--
--YOU'RE WHY SHE HASN'T BEEN RETURNING MY CALLS.
WHO ARE YOU?
I'M GOING TO SAY THIS ONLY ONE TIME, RUNT-- STAY THE HECK AWAY FROM ANABELLE!
YOU'VE GOT THE WRONG IDEA. I JUST MET HER TODAY--
HWONK!
LIAR!

HUH. I'M SORRY, I MISTOOK YOU FOR SOMEONE WHO WAS SANE.
I LOVE HER! YOU'LL NEVER LOVE HER LIKE I DO!
I PICTURE HER WITH SOME GUY LIKE YOU--AND IT'S KILLING ME!
THAT LEAVES ME WITH ONE CHOICE--KILL YOU!
OKAY, YOU WANT TO FIGHT?
BUT IF YOU COME AFTER ME AGAIN--YOU BETTER REMEMBER YOU NEVER SAW WHAT HIT YOU THIS FIRST TIME!

WHAT ARE YOU DO--?
SHHLPKTKK
THE ECTO-BLACKJACK CLAPS AGAINST MARK'S SOUL.
IT SHUDDERS AND STRETCHES, SLOSHING INSIDE HIM FROM THE SHOCKWAVE.
YOU STILL--
NOOMFH!
--WANT A--
GOFF!
--PIECE OF--
--ME!?
WUD WUD WUD WUD WUD WUD

I DON'T EVEN KNOW ANABELLE. SHE'S JUST PAYING ME TO DO SOME WORK FOR HER. I DON'T CARE IF YOU BELIEVE IT OR NOT--
--BUT YOU BETTER BELIEVE THIS--I SEE YOU AROUND MY NEIGHBORHOOD AGAIN, AND I WON'T GO SO EASY ON YOU!
KRA
AK!
WHEN DEX SAW ANABELLE AGAIN, HE ASKED HER WHO THIS GOON WAS.
SHE SAID HIS NAME WAS MARK KING.
HE HAD BEEN HER LOVER. THAT WAS THEN.


THIS IS NOW.
DEEP INSIDE EACH OF US, THERE IS SOMETHING CALLED LOVE.
WE KNOW IT IS THERE BECAUSE WE CAN FEEL ITS HEAT--
FLUTTERING LIKE SPARKLERS IN OUR GUTS, IN OUR PALMS, IN OUR CHEEKS.
BUT IF WE COULD SOMEHOW TAKE IT OUT, WHAT WOULD LOVE LOOK LIKE?
WHAT COLOR WOULD IT BE?
FOR A SINGLE INSTANT, DEX IMAGINES THAT HE KNOWS; THAT HE'D HEARD IT IN ANABELLE'S VOICE...

...JUST SIX HOURS AGO...
I LOVED PATRICK. I LOVED HIM VERY MUCH.
BUT THE ACCIDENT CHANGED HIM! IT CHANGED EVERYTHING.
PATRICK BALDWIN 1951—1991 ALWAYS IN OUR MEMORY
ACCIDENT?
A CAR CRASH. HIS SPINAL CORD WAS CRUSHED, LEAVING HIM A PARAPLEGIC.
YOU SAID HE TALKS TO YOU IN YOUR DREAMS? WHY DO YOU NEED ME?
I CAN ONLY HEAR HIM SOME OF THE TIME. I NEED YOU TO TALK TO HIM. FIND OUT WHAT HE WANTS FROM ME!
I'LL TAKE A LOOK-SEE.
PATRICK?
YOU MUST BE THE SON OF LEO MELLHART.
I'VE HEARD SO MUCH ABOUT YOU.
I'VE SEEN YOUR FATHER. HE TOLD ME WHERE TO FIND YOU.

WHOOSH
WHO ARE YOU TALKING T-- OH MY GOD-- HE'S HERE?
WHAT--?
WHERE IS HE? CAN HE FEEL ME? I THINK I CAN FEEL HIM.
SOMETIMES THERE'S THIS TINGLE LIKE LICKING ICICLES.
Sshhh, ANABELLE, I'M TRYING TO LISTEN--
WHOOSH
SHE'S RIGHT HERE, ISN'T SHE? SOMETIMES I FEEL HER, THIS TREMENDOUS HEAT.
PLEASE, PLEASE, ONE AT A TIME.
WHOOSH
HOW IS HE? IS HE--
I DON'T KNOW--
TELL HIM THAT I LOVE HIM-- DOES HE KNOW THAT I LOVE HIM?
SHE SAYS THAT SHE LOVES YOU.
OH GOD--I'M SO SORRY, PATRICK-- SO SORRY!
WHOOSH
SHE KEEPS REPEATING THAT SHE'S SORRY.
ANABELLE, STOP IT PLEASE.
SHE'S CRYING.
ANABELLE... I LOVE YOU.

THAT...HOLE. THAT HOW YOU DIED?
IN THE ECTOSPHERE YOU CAN HEAL THAT. YOU CAN CHANGE LOTS OF THINGS ABOUT YOURSELF.
I KNOW. I'VE TRIED TO FIX IT, BUT SHE KEEPS BRINGING IT BACK.
WHAT? HE'S HURT?!
ANABELLE--PLEASE BE QUIET! I CAN'T DO THIS FOR LONG, AND I HAVE TO HEAR WHAT PATRICK HAS TO SAY!
I HATED WHAT HAD HAPPENED TO ME. I HATED WHAT I HAD BECOME.
I KNEW THAT SHE COULD NEVER LOVE ME AS SHE HAD. OUR LIVES HAD CHANGED.
I SUPPOSE THAT IT DROVE ME MAD.
I SUPPOSE I SHOULD'VE TALKED TO HER. I SUPPOSE SHE MIGHT'VE HELPED...
...WHEN SHE FELL IN LOVE WITH SOMEONE ELSE, I KNEW WHAT I WOULD DO.
BUT I DIDN'T WANT THIS.
SHE SLEEPS WITH THE BULLET BENEATH HER PILLOW AND DREAMS ABOUT MY SUICIDE.
AS IF SHE COULD'VE STOPPED IT.
TELL HER IF SHE LOVES ME, SHE WILL FORGIVE ME...AND LET ME GO.
KA-BLOOM

NOW, DEX SWEARS THAT HE CAN HEAR THE WHISTLE OF THE BULLET.
IT SOUNDS TO HIM LIKE A FALLING BOMB.

HE WONDERS WHAT WILL IT SOUND LIKE WHEN IT HITS.
HE WONDERS HOW A BOY WHO IS HALF GHOST WILL DIE.
FUZ
BEE

FOUR HOURS AGO.
ONCE DEX TOLD ANABELLE EVERYTHING PATRICK HAD SAID, HER CONFESSION POURED OUT.
I DIDN'T WANT TO FALL IN LOVE WITH MARK; IT JUST HAPPENED.
I WAS WITH MARK THE NIGHT THAT PATRICK--
I FELT I HAD KILLED HIM.
I COULD SEE FROM HIS SOUL THERE--HE HAD A LOT MORE PROBLEMS THAN HE'D LET YOU SEE.
YOU TRIED TO LOVE HIM--THAT WAS THE BEST YOU COULD DO, THEN.
YOU TRIED, BUT...
...HE KILLED HIMSELF, ANABELLE. YOU'VE GOT TO UNDERSTAND THAT AND LET IT GO. YOU'VE MOURNED LONG ENOUGH.
IT SEEMED SHE KNEW AT ONCE WHAT SHE HAD TO DO.
GOODBYE, PATRICK.
PATRICK BALDWIN -1993

FIVE SECONDS AGO.
THEY BOTH NEEDED A DRINK.
CLINK
TO LIFE.
THANK YOU... FOR EVERY-THING.
CRASH!
ANABELLE! I LOVE YOU!
AS THE BULLET RUSHES TOWARD HIS HEAD, DEX IS AMAZED THAT HIS LAST THOUGHTS ARE OF RESOLVE.
YOU! KID! YOU DIE!
OF HIS LOST OPPORTUNITY TO STOP THE EXPURSATORIUS--
TO RECLAIM THE AURAT...
FROM THE CORNER OF HIS EYE, DEX SEES A FIGURE MOVE.
...TO AVENGE HIS PARENT'S' DEATHS--
IN SLOW MOTION.
IN FRONT OF HIM.

NOW.
WHAT DOES LOVE LOOK LIKE?
INSIDE OF US--
HOW DOES IT FEEL?

ANABELLE, WHY DID YOU DO IT?
NOOO!
NO, I DIDN'T MEAN TO-- ANABELLE!
GET AWAY FROM HER!
MARK--
OH NO, NO, NO, NOT LIKE THIS.

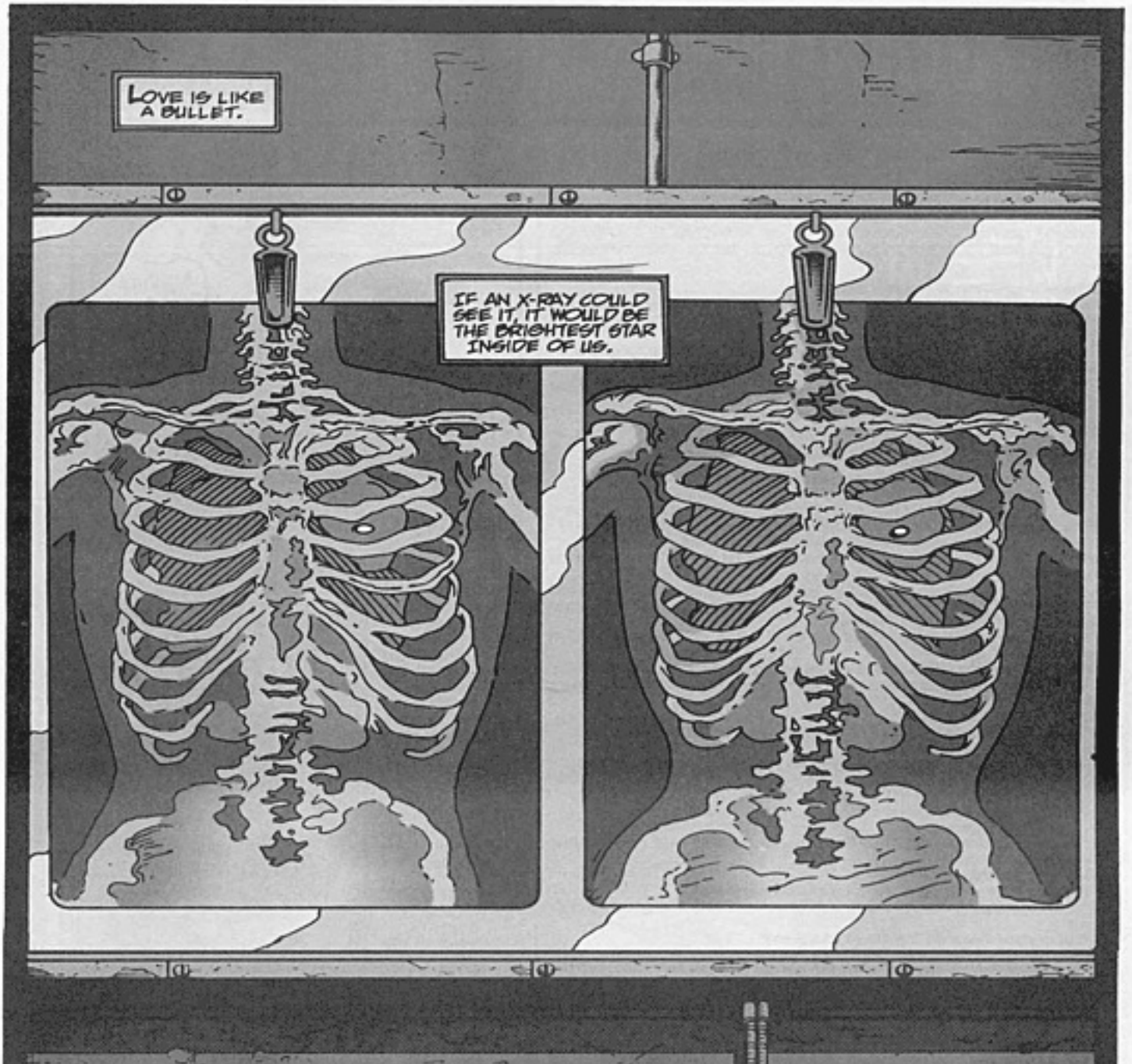
WHY DID YOU DO IT?
... WHY DID YOU DO IT?
LATER, THOSE WHO SAW IT HAPPEN AGREE THAT THEY ALL KNEW THE EXACT MOMENT SHE DIED.

EVERYONE BUT MARK.
SOMEBODY PLEASE, DO SOMETHING-- HELP HER...

ANABELLE, PLEASE, YOU CAN'T LEAVE ME. GIVE ME ANOTHER CHANCE...

...DON'T LEAVE ME...
I LOVE YOU.
A SECOND CHANCE.

DEX HAS SEEN PEOPLE DIE BEFORE--
--BUT HE NEVER GETS USED TO IT.
HER DEATH--SO MUCH LIKE HIS MOTHER'S AT THE HANDS OF THE EXPURGATORIUS.
A SACRIFICE MADE FOR A BOY WHO HAS, UNTIL NOW, ONLY LOOKED OUT FOR HIMSELF.
A BOY WHO KNOWS THAT ATTITUDE HAS TO CHANGE.
HE'S BEEN GIVEN A SECOND CHANCE TO MAKE HIS POWER COUNT.
SO THIS IS DEATH?
NO SUCH THING, REALLY.
IS THAT WHERE I AM SUPPOSED TO GO?
IF THAT'S WHAT YOU WANT.
ANABELLE--THANK YOU FOR--FOR SAVING--
THE BULLET WASN'T MEANT FOR YOU.
THE BULLET, NO. BUT THE CHANCE... THE POWER TO BE ECTOKID...
AS HE WAS ALWAYS MEANT TO BE...
...A HERO.



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TOM DeFALCO · EDITOR-IN-CHIEF

THE END FOR NOW!

SEE THE LETTERS PAGE FOR DETAILS, THEN CHECK THE ALL-NEW, ALL-DIFFERENT

ECTOKID SPECIAL!

SPECIAL BONUS
RAZORLINE
PIN-UP!
SKROCE
PEOI
-93

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NEW YORK, NY 10016

MARC McLAURIN • EDITOR
SPENCER LAMM • ASST. EDITOR
MALCOLM SMITH • CONSULTING EDITOR

EctoKid

the years in review

'92 was the year before, when all the world stood up and took notice of the power in the medium of comics. It was the year the medium stretched its arms to expand to its full potential. It was a year that promised to lead into something big. The future was full of excitement, and promise. '92 was the year the Razorline was born, full-blown from the mind of Clive Barker, and the whole world was watching.

'93 was the year to see, as the potential was explored. The idea of the day was to see what could fly, giving rise to a few true originals, amid many carbon-copy characters. It was the year the fledgling RAZORLINE imprint stuck its head up and dared to spread its dramatically different wings to fly into a market whose skies were suddenly overcrowded.

the old news

The news was good. The first issues almost immediately sold out. The fan response was overwhelmingly positive. The artists were hailed as some of the most innovative finds to hit comics in the last five years. The writers told stories to challenge as well as entertain.

And the news was bad. Orders were still halved on the second issues, despite the fact that the first issues had flown off the shelves. Readers couldn't find their new favorite title, and so stopped reading. And in some circles, these fledgling titles were branded as 'horror' titles and cut off from a large section of the audience, when they featured stories of amazement and magic that could only fall within the genre of super hero, as they proudly proclaimed on their covers. It just wasn't enough.

And so, this is the last issue of the first run of ECTOKID. But *not* the end.

the new news

'94 is the year for more. The future for our hero is a rosy one. The ECTOKID Saturday morning cartoon is still in production, due for release in '95. An Ectokid line of toys is currently in production. And the ECTOSPHERE video game from Virgin Games, designed by Clive himself, is destined to rock the status quo of state-of-the-art video games with amazing levels of play through both the here and the hereafter!

"But what about where it all began? What about the ECTOKID comic," you ask? Like we said, '94 is the year for more. Look for a dramatically different Dex to return this summer in two dramatic 48-page ECTOKID SPECIALS, which will completely redefine our hero! These dramatic additions to the Ecto mythos are definitely not to be missed, as we take Dex where no living man has gone before! All of this adds up to more ectoplasmic excitement than ever!

but wait, there's more

In addition, this summer will also see the debut of an all-new, all-different HYPERKIND SPECIAL, written by Fred Burke and featuring new HYPERKIND artist Roger Cruz! Cruz set the line on fire earlier this year by guest-penciling HYPERKIND #8 to overwhelming acclaim!

In the meantime, you can help to keep the spirit of the RAZORLINE alive by getting your comments to this issue, this series and this line to us at the above address. We do review all letters before delivering them to Clive himself, and we're anxious for your commentary—so let's hear some noise! Otherwise it'll be a long silence before the big boom, and we're not sure our ears can handle it!

'94 is the year, for sure. We'll be there. Will you?

Dear ECTOKID,

In ECTOKID #5, Sir Sigmoid's Arcadia reminded me of a particular scene in "Pinocchio" in which all of the young boys were lured to a carnival to be transformed into donkeys, albeit the Ectosphere version is somewhat more reassuring.

Part one of the ECTOKID/SAINT SINNER crossover was very cool. I'm looking forward to SAINT SINNER #5 to see just how Philip Fetter manages to extricate himself from the Ectosphere. Will more of Dex's powers be revealed in future issues? And will he eventually cross paths with the HYPERKIND and HOKUM & HEX?

I have read each of the Razorline titles and they are a much needed breath of fresh air. So, thanks for putting out some truly entertaining comics.

David Edwards
P.O. Box 472
Roseboro, NC 28382

No, thank you, David, for reading and enjoying what we've been doing here at Marvel with these books. First off, you pegged the influence. Our Arcadia was definitely flavored by "Pinocchio," right down to Tequila being the anti-Jiminy Cricket. Good eye for catching it!

As to Dex's powers, yes, down the road we will be revealing more about what he can do and what he *can't*. It'll be a whole new Dead-Boy Dex when he returns in his first forty-eight page adventure this summer. So look for it!

Dear Ectokid,

I'm a twenty-year-old comic book reader and thought that by this time I had read everything (and most was geared for younger audiences), but after searching high and low I found two of your creations (ECTOKID and HYPERKIND) and I was impressed by the original scenes and ideas. It's nice to see that a comic book can have as much depth as a novel. I just wish that the Razorline series was easier to find. Stores would say, "Who...what...never heard of it." This should definitely change.

Rachael Majot
301 Bradley Avenue
Staten Island, NY 10314

The sad fact is, Rachael, that sometimes people clue into things too late. That's what we've got here, a case where with time, people will undoubtedly mourn the loss of ECTOKID as an ongoing series and demand it's return to monthly status. The books were just lost in a flood of material. But rest assured, Dex is not gone for good. Between the animated television show, the forty-eight page specials, and the upcoming line of toys, this is a creation that won't fade with time, but will only get stronger. Stay alert and watch for stories from the Ectosphere in the months ahead.

Dear 'KID,

I want to thank you for printing my letter in issue #4. That was one of the highlights of 1993 for me. It was a major mind blower. "Are the Brothers my Keepers?" turned out to be another very excellent book. I have to say, I was slightly concerned about having the writers change so early in a new title. If it must happen, it's good that it does early anyway, so you don't get too spoiled by the author, especially one that is as good as James Robinson. Larry's been around almost from the start anyway.

Those Augustines are pretty intense. But I think Dex will have no problem with them as he begins to further understand and develop his powers.

I guess my only complaint for now is the idea of a crossover so soon in a new

line of titles. I feel that you already have four great books that, individually, are fantastic. To begin a crossover now detracts from titles that aren't yet fully developed. I think that they stand well enough as parallel plots and I, for one, will buy them for that. I can't imagine that they need direct tie-ins to boost sales. Well, enough said on that.

Thanks for the great title and keep up the great work. Tell the whole staff they've got a few fans in San Francisco who like what they're doing a whole lot.

Eric C. Graham
63 Melrose Avenue Apt. 2
San Francisco, CA 94131

It may not be believed, Eric, but our crossovers aren't simply a means to increase our readership. They're just another way to tell better stories, on a wider canvas. Having Dex Mungo meet Philip Fetter in issue #5 of ECTOKID was a logical eventuality; these are two guys that needed to connect. They're two teenagers facing strange and larger-than-life problems and, up until meeting, they were facing it without peers. Their mrrting established a connection we still hope to take advantage of, in the future.

Dear ECTOKID,

I have put off writing this letter for quite a while because I was unsure of my observations. But now, too many things have occurred to let me hold off writing this letter any longer.

When I first began reading ECTOKID, I really enjoyed the story, but at the same time I recognized that this story was not completely unique. I had just finished reading **The Talisman** by Stephen King and Peter Straub. The story is about a boy named Jason who can flip between two different worlds much like Dex Mungo. But this is not the only similarity. In addition, Jason is trying to save his mother, just like Dex. But on top of these similarities, there was one instance that seemed a little strange. In **The Talisman**, Jason visits a place called Arcadia Funworld. Dex Mungo along with Philip Fetter share a two-issue trip to, you guessed it, Sir Sigmoid's Arcadia.

So please tell me what this is all about. I love this comic book a lot but I'd like to know if the story is related to **The Talisaman**.

Armando Avallone
3131 Watkins Dr. Apt. 13
Riverside, CA 92507

Yikes, Armando! O.K., there are similarities, but to say there's a connection? No way. If I remember right, in The Talisman, **the place that Jack (not Jason, a character that in the book died at age three) could flip over to was a world of magic; a place called the Territories. It's a place of beautiful meadows, lush vegetation, and an almost renaissance of innocence. Does that sound like the Ectosphere?**

As to the similarities in park names, Arcadia Funworld is a far cry from Sir Sigmoid's Arcadia. After all, arcadia simply means "any place where rural simplicity and happiness prevail,"at least that's what my trusty top-drawer-to-the-left dictionary says. It's kind of like comparing Billy Bob's Amusement Park with Cedar Point Amusement Park. An Arcadia is just what it *is*.

The fact that both Jack and Dex have a mother is also a similarity, but it's one we think would have been strange any other way.

Dear Razorline,

Yes, I am one of the many people who have never written to a comic book before, but I guess it's about time. I've waited seven issues on this thing, and it's about time that I told you guys how much I love your comics. Admittedly, I picked up the first issues of HYPERKIND and ECTOKID because of the star-spangled name Clive Barker appearing on the cover; however, the name didn't matter. the stories did. The mystery surrounding these stories is incredible!

I really haven't decided which one I like best because whenever I read a new issue, that title becomes my favorite. Each week it changes! SAINT SINNER is so dark, it's wonderful; instead of a happy kind of character, we've got a teenager trapped in a man's body who knows what true suffering is. The conflict there is like the conflict in all of us, but his is of epic proportions.

HOKUM & HEX (I like the title; keep it!) is great because it genuinely blends humor into the title; too many try and fail. That only worsens the thing.

I love HYPERKIND because the characters have depth beyond. "I'm a super-hero. Can I help this damsel in distress?" They are real people. They're the product of today's society, and that's what I like. I just wish they would stop saying, "We need to work as a team," and start doing it. In the conclusion of #7, I think they are reaching it. With Dylan sorting out her problems, I think the team is in for some changes.

By the way, Trip has some good things going in HYPERKIND #6; it's a shame Ammok shut him up. Trip is really what the team needs to grow up.

Finally, the title which really takes the cake for me is ECTOKID; I know, I know, I said I didn't have a favorite! Never mind that. ECTOKID's got two worlds, completely unique powers which look like they're going to get even better next week in #7), a great storyline, and great bad guys. Somebody once asked me what will they do once Dex sorts out all of his problems, and I said, "He's got two worlds to mess around in. Things happen!" Like wouldn't Dex love to meet Lisa...

Gary Pinkerman
270 Ernest Burnham
Kalamazoo, MI

Well, Gary, we agree that Dex would love to meet Lisa (Bliss of HYPERKIND), but do we hear some yearning of your own? Just wondering.

Dear Marc and Spencer,

Issue #7 was great. The Pew of Pain, the sisters, the general's dream, the ending... it was all... okay.

But the art is what made this ish' great! More than great in fact. Steve Skroce is God!!! As we speak I'm erecting a giant pillar made of rubies, sapphires, and solid gold on which ECTOKID #7 will be placed so it can forever be viewed, cherished and awed by me and other forms of super-intelligent life throughout the known universe!!!

So this brings me to my next question: where does the editor fit into all this?

Peter Shema
656 Taylor Street
Pittsburgh, PA 15225

Glad you asked, Peter. An editor is an important part of any comic. But it's hard to pin down *exactly* what goes into being a Marvel Comics editor. After hiring the creative crew, it's pretty diverse. Everything from reading plots, reviewing the art as it comes in, keeping the continuity consistent, opening the mail, and keeping in touch with the freelancers. That's not including a million and two other odd things that would sound too weird to actually put into print. But if it sheds any light on the subject, most editors drink a lot of coffee; it's not a requirement, but it helps.

Now for the bad but, by now, well-known news: this is the last issue in the ongoing series. But as you should also know, it's not the end of ECTOKID. This summer we're releasing the forty-eight page ECTOKID special, which we've already begun working on. However, for you out there, the Ectosphere will be gone for a few months.

But you *can* stay in touch.

Keep writing, letting us know that you love this book. We believe in this character and, by your letters, know that there's a huge chunk of you out there who do too. Stand up and be heard!!!